

Brawler Bash Scenarios

Game One: Battle Line

Additional Objectives:

500 Victory Points are awarded for each of the following

- The enemy general (not mount) is dead/destroyed at the end of game
- You killed more Lord/Hero points than your opponent. You will get points for characters killed, including all items/equipment, even if their mount is not killed (but not points for the mount of course). If the mount's points are not listed separately (as is the case for several special characters) the mount counts as being 50% of the model's total points.

Game Two: Blood and Glory

Special Rules: Play the full six turns (as time allows).

Objectives:

- First player to "Break" their opponent receives an additional 1000 Victory points.
- Second player to "Break" their opponent receives an additional 500 Victory points.

Game Three: Battle Line

Additional Objectives:

500 Victory Points each for achieving the following:

- All your Lord/Hero models that can generate casting and/or dispel dice are alive and on the board at the end of the game. If your army list does not contain any models that generate power or dispel dice, you automatically receive these points.
- You destroy an enemy unit (more than 1 model) in the magic phase. If your army list does not contain any models that generate power or dispel dice, you automatically receive these points.

Game Four - Modified Dawn Attack

Special Rules - Deploy with the Dawn Attack map but DO NOT USE RANDOM DEPLOYMENT.

Instead, each player deploys as normal (taking turns putting units down) until complete. Each player must deploy at least two units in each deployment area (left, right, center). If a player does not have enough units to deploy at least two in each, then he/she may choose which area(s) to only have one. Roll off for first turn as in a Battle Line scenario, and ignore the language about stealing initiative.

Additional Objectives: At the end of the game, if one player (Player A) has a unit with fortitude within six inches of the center of the board and the other player (Player B) does not, then Player A gains 1000 victory points. If both players have units with fortitude within six inches of the center of the board, each player gains 500 victory points.

Game Five - Battle Line

Special Rules - None

Additional Objectives - At the end of the game, players can hold table quarters by having the only unit with fortitude in a quarter. Each table quarter a player holds at the end of the game is worth 300 additional points.